

	<b>LARP</b>	<b>Violent Extremism</b>
<b>Practical</b>		
<b>Audience</b>	Spectators accepted or desired	Secrecy demanded
<b>Participants</b>	Part of a large group	Lone actor or autonomous cell
<b>Components</b>	Features of organized gaming (e.g., rules, character sheets, scenario scripts, in- and out-of-character designations)	Absence of documented rules, character sheets, scenario scripts, in- and out-of-character designations; all “characters” are frontline fighters or operational support personnel
<b>Relationship with law enforcement</b>	No concern with law enforcement in out-of-character life	Demonstrated concern with law enforcement and prosecutions of similar criminal behavior
<b>Equipment</b>	No live weapons and ammunition; realistic prop weapons often discouraged in the rules	Live weapons and ammunition
<b>Objective</b>	Completion of a safe, creative, and enjoyable theatrical experience	Sudden social and political change through targeted violence; often a day of reckoning and purification of the territory or community
<b>Psychological</b>		
<b>Intent</b>	Voluntarily enter a fictional world that is kept separate from reality	Use violence in the actual world to impose a false narrative or enforce an idealized change
<b>Confirmation bias</b>	No confirmation bias	Confirmation bias present
<b>Personal grievance</b>	No personal grievance toward out-group(s) outside the voluntary, fantasy world	Personal grievance toward out-group(s) believed to pose an imminent and existential threat, requiring violent action
<b>Mood</b>	Euthymic and joyful; anticipatory fantasy to enjoy the event	Dysphoric and angry; anticipatory fantasy to harm or kill the target(s)

